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Hello Robert;

It has been awhile since I have written you.I now have a few questions that I hope you can help answer.As you are probably aware of,Perkins engineering has been sold.I have a B.R. that needs repair and updating to 2000 baud.I am also interested in the keyboard kit. Can you print the new owner info. and address in Arcadian?
I have enclosed a short record storage program written for the B.R. I have checked it against the actual program and it is accurate.
Also enclosed you will find a conversion from "More Basic Computer Games" by David Ahl.It is called Big Six.I have altered the original concept only slightly in this A.B. version.
Please feel free to publish these in Arcadian.
ONE MORE THING:Does anyone know why some game cartridges like Treasure Cove,Solar Conquerers,Muncher,Ms. Candyman and others will not copy using the COPY command with the B.R. Utility?Is there some trick to it?
Well,I will leave you with this.

Sincerely yours,

Allen W. Skaggs

Allen Skaggs

RECORD KEEPING FOR ASTRO-BASIC
WITH BLUE RAM MEMORY

```
1 .Home Improvements by Allen W. Skaggs 4/21/84
2 .Revised for 16K Blue Ram in ASTRO-BASIC 7/9/84
5 CLEAR:CY=0:PRINT"STORAGE →1";PRINT"REVIEW →2";INPUT"INSTRUC-
TIONS →3"C:IF C=2 GOSUB 24:A=A+1
6 IF C=3 GOSUB 30:GOTO 5
7 INPUT "START?"A
9 B=0:T=0:FC=98:BC=158:PRINT "READY
10   A=A+1:%(A×2+24576)=KP:TV=%(A×2+24576)
11   IF %(A×2+24576)=36B=B+1:INPUT ""*(B)
12   IF %(A×2+24576)=116PRINT "SAVING TO TAPE":A=A-1;:PRINT;
:PRINT %(24576),A:PRINT "DONE SAVING
13   IF %(A×2+24576)=104A=A-1:R=A; GOSUB 24
20   GOTO 10
24   BC=24:FC=7:CLEAR:B=0:T=0
25   FOR A=0 TO R:TV=%(A×2+24576):IF %(A×2+24576)=36B=B+1:
T=T+*(B):PRINT #0,*(B),:PRINT "  TOTAL=$",#0,T
26   NEXT A
29   GOSUB 50:RETURN
30   PRINT "PRESS 'LIST' TO SEE MEMORY CONTENTS.
31   PRINT "PRESS 'PRINT' TO SAVE TO TAPE.":PRINT "PRESS 'GO'
TO START A NEW LINE.
32   PRINT "PRESS '$' TO ADD VALUES.(WHOLE NUMBERS ONLY)
33   IF KP RETURN
50   A=A-1:PRINT "LAST ENTRY MADE AT %(",#0,A,#0,")
51   RETURN
```

Use this program to store and retrieve auto costs,home improvements,computer software,record albums etc.It is written to use the added 8K of space accessable by ASTRO-BASIC.This could be modified to suit many needs.(It will also run in B.B. and Blue Ram Super Extended Basic)

A.B.

Big Six Gambler for One

```
1.BIG SIX BY Allen W. Sko99s 2/2/83
2 BC=83;W=0;L=100;O=105
3 V=0;P=0;S=0;F=0;I=0;J=0;T=0;CLEAR
10 INPUT "HOW MANY NUMBERS DO YOU WANT TO BET ON UP TO THREE?  "N;
  IF N>3GOTO 3
11 IF N=0GOTO 120
12 IF N=2 GOTO 40
13 IF N=3GOTO 60
20 INPUT "WHAT NUMBER?1 TO 6?"V;IF V>0IF V<7GOTO 30
21 GOTO 20
30 INPUT "YOU MAY BET $1 TO $500"F;IF F>0IF F<501GOSUB 80;GOTO 90
31 GOTO 30
40 INPUT "WHAT TWO NUMBERS?"V,"#2"P;IF P>0IF P<7IF V>0IF V<7GOTO 50
41 GOTO 40
50 INPUT "BETS ON BOTH?$1 TO $500"F,"#2"I;IF F>0IF F<50IIF I>0
   IF I<501GOSUB 80;GOTO 90
51 GOTO 50
60 INPUT "WHAT THREE NUMBERS?"V,"#2"P,"#3"S;IF V>0IF V<7IF P>0
  IF P<7IF S>0IF S<7GOTO 70
61 GOTO 60
70 INPUT "BETS ON THREE NUMBERS?$I TO $500"F,"#2"I,"#3"J;IF F>0
  IF F<501IF I>0IF I<501IF J>0IF J<50IGOSUB 80;GOTO 90
71 GOTO 70
80 FOR Z=0TO 39;A=RND(6);B=RND(6):C=RND(6);CLEAR;CY=0;PRINT #7,
  A,B,C:GOSUB 83;NEXT Z
81 ↓;PRINT "THE LUCKEY NUMBERS ARE:",#11,A,B,C;RETURN
83 VA=A;TA=B;VB=A;VC=B;TC=C;VR=150;RETURN
90 IF (V=A)+(V=B)+(V=C)W=W+F;GOSUB L;PRINT V
91 IF P>0IF (P=A)+(P=B)+(P=C)W=W+I;GOSUB L;PRINT P
92 IF S>0IF(S=A)+(S=B)+(S=C)W=W+J;GOSUB L;PRINT S
99 GOTO 101
100 T=T+1;PRINT "YOU WON ON:",;RETURN
101 PRINT "YOU WON",#2,T,#2," TIME",;IF T>1PRINT "S
102 PRINT "  ON",;GOSUB 150
103 PRINT ;GOTO 130
```

Big Six continued

```
105 PRINT "YOU LOSE ON",#2,;RETURN
110 IF W=0PRINT "YOU'RE EVEN!
111 IF W>PRINT "YOU'RE AHEAD $",#2,W
112 IF W<0PRINT "YOU'RE BEHIND $",#2,W
113 FOR Z =0TO 1050:NEXT Z:GOTO 3
120 PRINT "SO!YOU WANT TO CASH IN EH?
121 IF W>0PRINT "YOU'VE WON THE SUM OF $",#2,W,#2,"NOT BAD!
122 IF W<0PRINT "PAY THE CASHIER $",#2,ABS(W)
123 IF W=0PRINT "YOU DID'NT WIN ANYTHING BUT YOU ARE EVEN.
124 STOP
130 IF(V#A)+(V#B)+(V#C)=3W=W-F:GOSUB 0:PRINT #2,V
131 IF P>0IF (P#A)+(P#B)+(P#C)=3W=W-I:GOSUB 0:PRINT #2,P
132 IF S>0IF (S#A)+(S#B)+(S#C)=3W=W-J:GOSUB 0:PRINT #2,S
140 GOTO 110
150 IF (V=A)+(V=B)+(V=C)PRINT #2,V,
151 IF (P=A)+(P=B)+(P=C)PRINT #2,P,
152 IF (S=A)+(S=B)+(S=C)PRINT #2,S,
159 IF T=0PRINT "BETS!
160 RETURN
```

Big Six is a game I converted from "More basic computer games" by David Ahl.To play,INPUT in the usual manner and RUN.The game starts by asking you how many numbers that you want to bet on.You can use up to three.Next,it asks how much money you want to bet on EACH number.You may bet up to $500 on each.It then asks you what number from 1 to 6 that you want to bet this money on.The computer then proceeds to pick,at random,3 separate numbers.(You however may have only bet on one number(Or two))or even three.

It then holds a display on the choosen numbers and compares them to the one(Or ones)that you have selected,giving you a print out of each.And of course,your winnings(Or losses)are given.

This conversion is from microsoft basic.It could be changed to have simulated dice and more players,but I have other things to do so that is up to you.